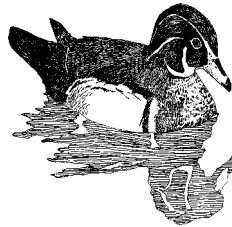




Hunting Regulations

**U.S. Fish and Wildlife Service
Patuxent Research Refuge
North, Central, and South Tracts**



2005 - 2006 Season

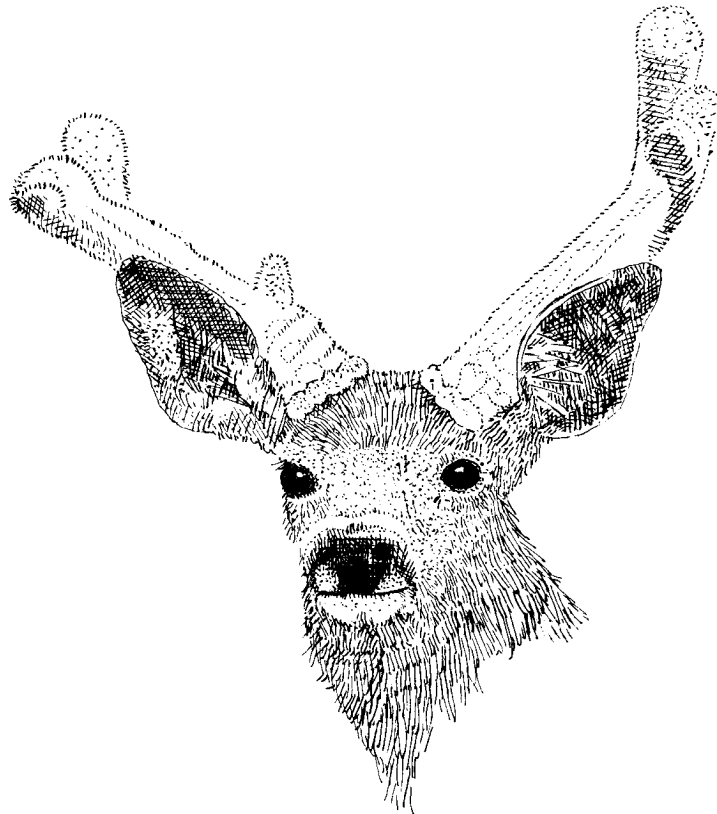


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Have a Safe and Enjoyable Hunting Season!

Patuxent Research Refuge Hunting Regulations

2005-2006 Season

Rev. 07/26/05

Note: All State of Maryland and Federal hunting regulations are in effect unless otherwise noted here or posted at the Hunting Control Station.

Failure to comply with any refuge regulations, state or other federal laws may result in the following:

- a. Forfeiture of harvested game
- b. Citation(s)
- c. Arrest and/or forfeiture of hunting equipment
- d. Revocation of hunting permit and privileges – 1st offense up to one year; 2nd offense up to two years; 3rd offense lose all hunting privileges at Patuxent Research Refuge. Permits may be revoked at Refuge Officer's discretion with Refuge Manager's approval.

REMEMBER:

- You are required to read and understand these regulations prior to hunting.
- Wear fluorescent orange at all required times.
- Weapons should always be unloaded and cased or disassembled when you are not hunting.
- Always keep your ID and Maryland hunting license with you at all times.
- Always stay within your designated area and know your hunting seasons.
- Bucks must be 6 points or better to be legal.
- Remember, hunting at Patuxent Research Refuge is a privilege!

I. GENERAL INFORMATION

In the event of adverse weather or emergency closures, the weather closure line, 301-725-0416, will contain announcements regarding refuge closures.

A. Goals of the Hunting Program

1. Assist in the management of white tail deer and resident Canada goose populations on Patuxent Research Refuge.
2. Provide wildlife-oriented recreational opportunities.

B. Procedures for Obtaining Hunting Permits

Hunting permits are purchased through the Meade Natural Heritage Association (MNHA) in partnership with the U.S. Fish and Wildlife Service through a cooperative agreement. Permits will be sold at the MNHA Hunting Control Station (HCS) located on the refuge's North Tract. In order to purchase a MNHA hunting permit and hunt specific species, you must have the following:

1. Current Maryland Hunting License
2. Hunter Safety Card (from any U.S. state, Germany, Great Britain, or Canada)

Additional information required for specific activities may include but not be limited to the following:

1. Bow Stamp for Bow Deer Hunters
2. Muzzleloader Stamp for Muzzleloader Deer Hunters
3. Migratory Bird Hunting Stamp for Migratory Bird Hunters
4. Photocopy of a Maryland DNR-issued Hunt from a Vehicle Permit to document mobility impairment (if applicable) to be given to Hunt Control Manager at time of permit purchase.
5. Photocopy of a Maryland DNR-issued Crossbow Permit to document physical disability (if applicable) to be given to Hunt Control Manager at time of permit purchase.

Prior to hunting deer, permittee must pass a proficiency test with each weapon he/she desires to use.

Fees

A schedule of the fees for hunting permits will be posted at the HCS and included in announcements on the Hunter Information Line (301-317-3825). Hunters 65 and older (seniors) and "Junior Hunters" 16 years of age or younger may hunt at a reduced fee rate. Golden Age and Golden Eagle Passports or other entrance fee programs are not applicable towards hunting permit fees.

Youth Hunters

1. Persons under the age of 18 must have a parent or legal guardian present to countersign/obtain a MNHA Hunting Permit.
2. Persons 16 years of age or younger must be accompanied by a licensed MNHA permitted adult which is at least 21 years of age while hunting on the refuge.
3. Youth hunters, 16 years of age or younger, may use muzzleloaders or bow and arrow during the Junior Deer Hunt, as specified by Maryland DNR.

C. Hunting Control Station Operation

During the hunting season, hunters may check in at the HCS Monday through Saturday (closed Sunday's and all federal holidays) according to the following schedule:

September 1 - 30	5:00 a.m. – # *
October 1 – January 31	5:00 a.m. – #

Entry to the refuge prior to opening hours is prohibited. Only on-duty HCS managers, MNHA Board of Directors, and refuge personnel may enter the refuge prior to the designated time.

#: Closing time varies according to sunset. The latest time a hunter may leave the HCS to begin hunting the North Tract is 1 hour before sunset as stipulated in the Maryland Guide to Hunting and Trapping. The latest time a hunter may leave for the Schafer Farm and South Tract units will be 1½ hours before sunset to allow for travel time. The HCS will remain open 1½ hours after sunset. All hunters must check out by

that time.

* During early resident Canada goose season (September 1 – 15), only goose hunters will be permitted to check in prior to 12 p.m.

If deer hunters need assistance tracking wounded game beyond 1½ hours after sunset, they must report in person to the HCS or if they are hunting on the refuge's Central or South Tracts, they must call the HCS. The HCS manager will call a refuge law enforcement officer to gain consent to track. If permission is granted, the HCS manager will arrange for "trackers" to assist the hunter and keep the HCS open. "Trackers" must be from the official tracking team list approved by the refuge. **All tracking will end 2 ½ hours after sunset.** No person shall kill or cripple deer without making a reasonable effort to retrieve the animal, even if it includes next day tracking, otherwise they risk losing their hunting privileges. However, there will be no tracking on Sundays or federal holidays.

Hunting ends at 12 noon on Thanksgiving Eve, Christmas Eve and New Year's Eve and the HCS will close at 1 p.m. No hunting will take place on the following holidays: Labor Day, Columbus Day, Veteran's Day, Thanksgiving Day, Christmas Day, Dec. 26, New Year's Day, Jan. 2, and Martin Luther King Day.

The North Tract Visitor Contact Station will close at 4:00 p.m. even though the refuge will remain open to hunting until 1½ hours after sunset. During times when the Visitor Contact Station is closed, Bald Eagle Drive will be blocked to non-hunting refuge visitors. Hunters will retain access to the refuge during these times.

For information regarding adverse weather or emergency closures, call 301-725-0416. If Patuxent Research Refuge is closed for the day, no hunting will be permitted. If the South and/or the Central Tracts are closed but the North Tract remains open, hunting will remain open on the North Tract; however, hunting will not be permitted on the South and/or Central Tract.

D. Pre-registration

Pre-registration is available for opening day of resident Canada goose and deer firearm seasons only. Hunters can pre-register starting at 10 a.m. on Sunday August 28th for the resident goose season and Sunday November 20th for the deer firearm season.

E. First Day of Resident Goose and Deer Firearms Season Procedures

The day of the hunt, all pre-registered cardholders will only be honored until ½ hour before sunrise. Remaining areas will be assigned on a first-come-first-serve basis by means of the drive-up window **only**.

F. Scouting

Scouting is allowed after 12 p.m. Monday through Saturday starting September 1. Hunters participating in scouting activities may not carry weapons on them, and must be assigned to a specific area of the refuge.

II. HUNTING REGULATIONS FOR ALL HUNTERS

A. Hunters are required to check in and out at the HCS drive-up window every time they enter or exit the refuge including North Tract, South Tract, Schafer Farm and Headquarters hunting areas. Hunters leaving their designated hunt zone to take a break, this includes breakfast, lunch and dinner breaks, must procedure directly to the HCS to check out. Hunters must check back in when returning. No hunting spots will be saved.

B. Check-in procedures:

1. Select hunting area. (Authorized hunting areas are indicated on the Hunting Control Map displayed in the lobby at the HCS.)
2. Exchange MNHA permit for daily hunting pass and vehicle pass.
3. Indicate activity (i.e. scouting, deer hunting, squirrel hunting, etc.)

The hunter will be restricted to the selected area and specified activity until they check out at the HCS.

C. While hunting:

1. Vehicles shall be parked inside the boundaries of selected area.
 - a. Do not block traffic.
 - b. Do not park in tall grass.
2. Daily vehicle pass shall be prominently displayed on vehicle dashboard.
3. The hunter must have in their possession the following items and must be able to present these to Law Enforcement upon request.
 - a. Daily hunting pass
 - b. Valid Maryland State hunting license
 - c. Special permits for mobility impaired and physically disabled hunters, where applicable
 - d. Any other applicable stamps and permits
 - e. Drivers license or government ID

D. Check-out procedures:

1. Exchange daily hunting passes for MNHA permit.
2. Notify HCS manager of any game harvested.
3. Bring **all** harvested game to the weigh-in shed located next to the HCS for biological data collection. (This includes **any** animal harvested on the refuge.) Jaws from **all** harvested deer will be extracted and tagged properly by HCS personnel and/or refuge personnel.
4. No harvested game, or parts thereof, once removed from the refuge, may be returned for disposal.

E. All hunters must wear and display as an outer garment a standard safety vest that contains a minimum of 400 square inches of fluorescent orange.

F. All deer harvested will be field tagged at the kill site. The Maryland Big Game Harvest Record must also be filled out at this time.

- G. **Hunting is not allowed on or across any road, within 50 yards of a road (paved, gravel, maintained or open to vehicular traffic)**, within 150 yards of any occupied structure, and within 25 yards from any designed "No Hunting" areas. Only those hunters with a State "Hunt From a Vehicle Permit" may hunt from the roadside.
- H. **Driving of vehicles is restricted to established roads. (Do not drive in open fields.)**
- I. Use of all terrain vehicles is prohibited on the refuge.
- J. **All shot used for hunting on the refuge must be non-toxic.** Possession or use of lead shot is prohibited on the refuge. (Does not include slugs and muzzle balls.)
- K. To hunt game, only shotguns, bow and arrows, crossbows (with DNR special permit) and muzzleloaders (approved black powder rifles) as stated in the current guide "Hunting and Trapping in Maryland" are allowed. No hunting with black powder handguns will be permitted. No centerfire, rimfire or air rifles or any handguns are permitted on the refuge.
- L. **All firearms must be unloaded, cased and/or disassembled while in the vehicle.** *All weapons must be unloaded while on any roadway; bows may not have arrow nocked; muzzleloaders may not have cap in place.*
- M. Only portable tree stands with safety harnesses are permitted. **Safety harness must be worn while in the stand.** No screw-in steps or stands will be permitted. All tree stands must be removed daily from the refuge.
- N. Baiting of game animals, including the use of any natural or man-made food sources, such as grain, salt, or commercial licks, is prohibited on the refuge. Scent lures or non-recorded calls are permitted.
- O. Molesting wildlife, to include "spotlighting" of deer, "deer drives," disturbing rearing areas or resting waterfowl is prohibited.
- P. Hand-held infra-red tracking devices may be used for tracking wounded or downed game only.
- Q. Engagement of any MNHA Member or Permittee in any law enforcement activity is prohibited.
- R. Possession or use of drugs or alcohol is prohibited on the refuge.
- S. Littering or defacing any part of the natural landscape is prohibited to include the cutting of **ANY live vegetation** and the use of tack trails which could result in a citation.
- T. The use of biodegradable ribbons is encouraged, but ribbons must be removed at the end of each day, otherwise can result in a citation.

- U. Every hunter pursuing a wounded animal or bird is expected to make every effort to recover the game. A hunter wounding a deer in the evening will be expected to return the next day (except Sundays and federal holidays) to continue searching or risk losing their hunting privileges.
- V. No hunting or scouting is permitted on Sundays or federal holidays. No hunt-related activities (archery target shooting, tracking, etc.) may take place unless the HCS is open.
- W. No firing of weapons after legal shooting hours ***to include the unloading of muzzle loading rifles.***
- X. Hunters who see dogs are instructed to notify the HCS manager as soon as possible. Do not shoot dogs! The HCS manager will notify a refuge Officer who will deal with the animal(s).
- Y. Shooting of or at coyotes and foxes is prohibited on the refuge.
- Z. The impact areas, which include areas D, E, F, and G, will remain closed Monday through Thursday throughout the season with the exception of the firearm and muzzleloader seasons.

III. **DEER HUNTING REGULATIONS**

A. **All Hunting Units**

1. In accordance with the state regulations for managed deer hunts on state, federal, and cooperative private lands, deer taken from Patuxent Research Refuge shall not count against the Maryland state bag limits and will not require bonus stamps.
2. The refuge prohibits the use of bow and arrow during the early muzzleloader seasons (October 20 - 22 and October 24 - 29) as well as the deer firearms seasons (November 29 - December 10 and January 6 - 7) with the exception of Schafer Farm where only bow hunting is allowed. Muzzleloaders may be used during the deer firearms season. Bow hunting is allowed on North Tract and South Tract during the late muzzleloader season (December 17 – 31.)
3. **All hunters must wear and display as an outer garment a standard safety vest that contains a minimum of 400 square inches of fluorescent orange.**
 - a. Bow hunters must wear a minimum of 400 square inches of fluorescent orange to and from the deer stand and while tracking, field dressing, and “dragging out” game.
 - b. Bow hunters are not required to wear fluorescent orange when positioned to hunt with the exception of the junior deer firearms hunt on the North and South Tracts (November 12) when hunters must wear fluorescent orange at all times.

- c. **Bow hunters hunting during the late muzzleloader season are required to wear 400 square inches of fluorescent orange at all times.**
4. Only shotguns, 20 gauge or larger, loaded with slugs, and muzzleloaders, 40 caliber or larger, with not less than 60 grains of black powder or a black powder equivalent shall be used for hunting deer during the Firearms and Muzzleloader seasons.
5. Use of buckshot is strictly prohibited.
6. Hunting opportunities are available for physically disabled or mobility impaired hunters. There are two assigned spots for the Central Tract firearms lottery hunt. Accommodations at other locations may be made and must be coordinated with refuge management.
7. There are three official deer hunting **seasons** at Patuxent Research Refuge: Bow, Firearms and Muzzleloader. The maximum bag limits by hunting units are as follows:
 - a. **North Tract:** Three deer per **year** can be harvested; two must be antlerless as defined by Maryland regulations and one must be antlered with six points or better. Only one antlered deer, with six points or better, can be harvested per **year**. **Harvest can be in any order.**
 - b. **Central Tract:**
 - Headquarters Lottery Unit: Four deer per **day** can be harvested. **The first deer taken for the year must be antlerless.** Only one antlered deer, with six points or better, can be harvested per **year**, per hunter.
 - Schafer Farm Unit (bow): Four deer per **day** can be harvested. **The first deer taken for the year must be antlerless.** Only one antlered deer, with six points or better, can be harvested per **year**, per hunter.
 - c. **South Tract:** Four deer per **season**. Only one antlered deer, with six points or better, can be harvested per **season**, per hunter. **Harvest can be in any order.**
8. All deer harvested will have their jaw extracted before leaving the refuge.
9. There will be no tracking on Sundays or on federal holidays.

The take of mature does is encouraged for management purposes.



B. Central Tract Headquarters Lottery Unit

(This is a deer management hunt. No species other than deer may be harvested.)

The Central Tract Headquarters Lottery hunts will follow all rules and regulations listed in above sections "Hunting Regulations for all Hunters" and "Deer Hunting Regulations – All Hunting Units". Additionally, the following special regulations are in effect:

1. All hunters must check in and out at the Hunting Control Station.
2. There are two separate lottery hunts, one for shotgun and one for bow.
3. Signup for the lottery hunts must be performed at the Hunting Control Station at least two weeks prior to the hunting date.
4. Selection for participation in Central Tract hunts will be by computer lottery. There are 3 bow and 39 shotgun slots. Nine of the shotguns slots are in the MR area and are not assigned to a specific site.
5. An individual may place their name in each lottery *one time only*. An individual may put their name in for both the shotgun and bow hunts, but if pulled for both must choose one; the other will be assigned to an alternate.
6. Lists of selected hunters and check-in times will be posted at the Hunting Control Station at least one week prior to scheduled hunt.
7. Selected hunters must check in by specified time. After specified time, permits will be issued to other hunters by random drawing, until specified cut-off time. Drawing will be performed at the Hunting Control Station.
8. Hunters selected for the stand sites 1-33 will access Central Tract off MD Route 197. They will be briefed by a Refuge Biologist. Shotgun stand sites 1-30 and bow stand sites 31-33 are marked with a reflective band on the assigned tree. Zones of fire are marked with arrows. All firing must be within the zone of fire.

9. Hunters selected for the MR 1-9 will be briefed at the HCS by the Station Manager. They will access the MR area via Duvall Bridge gate.
10. All hunting will be from portable and removable tree stands. Minimum stand height is 10 feet off the ground. ***The use of a tree stand and safety harness is mandatory.*** (Accommodations will be made for physically disabled firearms hunters.)
11. Shotguns with slugs may be used only at sites 1-30 and in MR 1-9. Bow and arrow may be used only at sites 31-33. No muzzleloaders may be used.
12. Hunters assigned to area MR must leave the field by 12 p.m. on morning hunts or by ½ hour after sunset on evening hunts.
13. All hunters are required to carry a flashlight, whistle (or other noise making device), and a compass when hunting on Central Tract.

C. Schafer Farm Unit

(This is a deer management hunt. No species other than deer may be harvested.)

The Schafer Farm deer hunt will follow all rules and regulations listed in above sections "Hunting Regulations for all Hunters" and "Deer Hunting Regulations – All Hunting Units". Additionally, the following special regulations will be followed:

1. All hunters must check in and out at the Hunting Control Station. **Hunters wishing to take a lunch or dinner break must check out at the HCS and check back in when returning.** No hunting spots will be saved.
2. Schafer Farm setback boundaries are marked with orange signs. Stay within boundaries. All access for Schafer Farm will be through Gate # 11.
3. Only bow and arrow may be used at Schafer Farm. No shotguns or muzzleloaders may be used.
4. All hunting will be from portable and removable tree stands. Minimum stand height is 10 feet off the ground. ***The use of a tree stand and safety harness is mandatory.*** (Accommodations will be made for physically disabled hunters.)
5. All hunters are required to carry a flashlight, whistle (or other noise making device), and a compass when hunting on Schafer Farm Unit.

D. South Tract Unit

(This is a deer management hunt. No species other than deer may be harvested.)

The South Tract deer hunt will follow all rules and regulations listed in above sections "Hunting Regulations for all Hunters" and "Deer Hunting Regulations – All Hunting Units". Additionally, the following special regulations will be followed:

1. All hunters must check in and out at the Hunting Control Station. **Hunters wishing to take a breakfast, lunch or dinner break must check out at the HCS and check back in when returning.** No hunting spots will be saved.
2. All access to South Tract hunting areas A, B, and C will be through the Old Beltsville Airport. The entrance gate is located off Springfield Road. Designated parking areas include: east and south ends of old runway, accessible areas of Telegraph Road, and along the tram route.
3. Access to South Tract hunting area D will be through Gate # 4 off MD Rt. 197. Parking will be at the boat barn or along the designated parking area.
4. No parking along the Entrance Road to the National Wildlife Visitor Center or in the Visitor Center parking lot. No driving on internal roads.
5. Setback boundaries are marked with orange and yellow flags on white poles along the Visitor Center entrance/exit roads and a portion of Telegraph Road, at 200 feet. Please stay within boundaries.
6. All hunting will be from portable and removable tree stands. The minimum stand height is 10 feet off the ground. ***The use of a tree stand and safety harness is mandatory.*** (Accommodations will be made for physically disabled hunters.)
7. No shooting is permitted **into** any open meadow or field area. These areas may have active research or management activity ongoing throughout the hunting season.
8. All hunters are required to carry a flashlight, whistle (or other noise making device), and a compass when hunting on South Tract.

IV. UPLAND GAME HUNTING REGULATIONS

Upland game includes and is limited to gray squirrels, eastern cottontail rabbits and woodchuck on the North Tract in accordance with all Federal and State regulations and subject to the following conditions:

General Information:

1. When hunting upland game, **the use of nontoxic shot is required.** No lead shot may be carried on the hunters' person, in vehicle, or utility bag.
2. All small game hunters must wear a minimum of **400 square inches** of fluorescent orange as a visible outer garment.
3. All small game hunting is suspended during the Junior Deer Hunt and all muzzleloader and firearms hunting seasons.

V. MIGRATORY GAME BIRD HUNTING REGULATIONS

Migratory game birds include and are limited to the following: geese, ducks, and mourning doves on the North Tract in accordance with all Federal and State regulations and subject to the following conditions:

- A. "Pass shooting" is highly discouraged on the refuge. The use of decoys, calls and dogs is the preferred hunting method for waterfowl.
- B. Hunters are required to wear at least a fluorescent orange hat or cap when walking from their vehicle to their hunting site. "Jump shooters" must wear at least a fluorescent orange hat or cap while hunting. If they stop and stand, they may replace the orange hat or cap with a camouflage one.
- C. Hunters may take Canada geese only during the established early resident Canada goose season. A late resident Canada goose season may be announced later.
- D. Dove hunting is suspended during the Junior Deer Hunt and all muzzleloader and deer firearms hunting seasons.
- E. Duck hunting is suspended during the Junior Deer Hunt, deer firearms season and the early deer muzzleloader season. Ducks can be harvested during the late muzzleloader season.
- F. The use of nontoxic shot is required. Gun size must be 20 gauge or larger. No lead shot may be carried on the hunters' person, in vehicle, or utility bag.
- G. Hunters are allowed one shotgun in the field. Additional shotguns are not allowed.
- H. Use of retrievers is mandatory when hunting waterfowl on or near impounded waters. Retrievers shall be of the traditional breeds, such as Chesapeake Bay, Golden Retrievers, Labradors, etc. Dogs are required to be under the control of their owner at all times. Dogs running loose or unattended can be seized by law enforcement officers.
- I. Wading is prohibited in all impounded waters except for the placement and retrieval of decoys.
- J. Waterfowl hunting parties will arrive at the sites in groups to reduce disturbance to the birds and other hunters.
- K. Waterfowl hunting **ends at official sunset** as stated in the Maryland guide to Hunting and Trapping.
- L. Hunters who are hunting on or near impounded waters with another person who is in possession of the required retrieving dog must check in at the HCS with the person in possession of the retriever.

- M.** Area M will be opened to waterfowl hunting until 11 a.m. daily during the 2005-2006 season.

VII. SAFETY INFORMATION

Avoidance of hunting accidents is of primary concern. Strict compliance with the following rules for safety is essential.

- A.** If at any time while hunting on the refuge, any ordinance is encountered (hand grenades, artillery simulators, or any other unknown metal object) do not touch or try to move it. Mark the exact location and immediately report the discovery to the HCS manager who will notify refuge personnel at the Visitor Contact Station.

Hunters must also be aware of their safety when hunting around any old building foundations.

- B.** In the event of an accident or injury, initiate appropriate first aid measures and report the incident immediately to the HCS manager. If the HCS is unstaffed, call 911, and then notify refuge Law Enforcement personnel at 301-497-5589. To ensure rapid response give the following information:

1. WHERE - Location of the emergency; be specific. Give section letter, distance from road, and accessibility of site (ground and air).
2. PHONE NUMBER - Provide the phone number you are calling from.
3. WHAT HAPPENED - Description of accident or injuries.
4. HOW MANY - Provide the number of possible victims needing care.
5. WHAT IS BEING DONE - Is first aid, CPR, etc. being performed?
6. YOUR NAME - Provide your full legal name.
7. STAY ON THE LINE - Provide any additional information requested.
8. YOU HANG UP LAST - Let the person you called hang up first.
9. ARRANGE FOR SOMEONE TO MEET THE RESCUE SQUAD AT THE ENTRANCE GATE AND ESCORT THEM TO THE SCENE OF THE ACCIDENT.

- C.** Report any permanent tree stands to the HCS manager or Refuge Officers; mark the stand so it can be found.

- D.** If you get lost, stay where you are. A search will be conducted.

VIII. HUNTING SEASONS 2005 – 2006

Only species listed below may be hunted on the refuge during specified dates and times.

A. North Tract Seasons

Resident Canada Goose	Sept. 1 – Sept. 15 Late season will be announced at a later date
Mourning Dove	Sept. 1 – Oct. 15 (12 p.m. – sunset only) Nov. 12 – Nov. 19 Jan. 3 – Jan. 5
Junior Duck Day (15 yrs. or younger)	Announced in August
Ducks	Announced in August
Rabbit	Nov. 5 – Jan. 31 (excluding all firearms and muzzleloader seasons)
Gray squirrel	Oct. 1 – Jan. 31 (excluding all firearms and muzzleloader seasons)
Woodchuck	Oct. 1 – Jan. 31 (excluding all firearms and muzzleloader seasons)
Deer – Bow	Sept. 15 – Oct. 19 Oct. 31 – Nov. 25 Dec. 12 – Dec. 16 Jan. 3 – Jan. 5 Jan. 9 – Jan. 31
Deer – Muzzleloader	Oct. 20 – Oct. 22 Oct. 24 – Oct. 29 (antlerless only) Dec. 17 – Dec. 31
Deer – Firearms	Nov. 26 – Dec. 10 Jan. 6 – Jan. 7
Junior Firearms Day (deer) (16 years or younger)	Nov. 12
Junior Bow Hunt (deer) – ASP (16 years or younger)	Jan. 14 Jan. 21

B. Central Tract Seasons

Deer – Bow (Schafer Farm)	Oct. 22 – Oct. 29 Nov. 12 – Nov. 19 Nov. 26 – Dec. 10 Jan. 7 – Jan. 14 Jan. 21 – Jan. 28
Deer – Lottery (firearms and bow)	Oct. 8 (5 a.m. – 12 p.m.) Oct. 22 (12 p.m. – ½ hour after sunset) Nov. 12 (12 p.m. – ½ hour after sunset) Dec. 17 (12 p.m. – ½ hour after sunset) Jan. 14 (5 a.m. – 12 p.m.) Jan. 28 (12 p.m. – ½ hour after sunset)
MR Hunt	Oct. 8 (5 a.m. – 12 p.m.) Oct. 22 (12 p.m. – ½ hour after sunset) Nov. 12 (12 p.m. – ½ hour after sunset) Dec. 17 (12 p.m. – ½ hour after sunset) Jan. 14 (5 a.m. – 12 p.m.) Jan. 28 (12 p.m. – ½ hour after sunset)

C. South Tract Seasons

Deer – Bow	Sept. 17 – Sept. 24 Oct. 1 – Oct. 8 Oct. 29 – Nov. 5 (Areas A, B and D) Nov. 12 – Nov. 19 (Areas A, B and D) Jan. 9 – Jan. 14 (Areas A, B, C and D) Jan. 21 – Jan. 28 (Areas A, B, C and D)
Deer – Muzzleloader	Dec. 17 – Dec. 31 (Areas A, B, C & D)
Deer – Firearms	Nov. 26 – Dec. 10 (Areas A, B, C and D) Jan. 6 – Jan. 7 (Areas A, B, C and D)
Junior Firearms Day (deer) (16 years or younger)	Nov. 12 (Areas A, B and D)

***REMEMBER SIX (6) POINTS OR BETTER
TO BE A LEGAL BUCK!!!!***

GOOD LUCK TO ALL THE HUNTERS!